

following access to the game, the monetary transactions are effected using said croupier purse.

{ Please amend claim 8 as follows: }

8. A gaming system according to claim 3 wherein:
said data, audio and/or video signals are encrypted and decrypted by each station for transmission via said telecommunications link.

{ Please amend claim 9 as follows: }

9. A gaming system according to claim 8 wherein:
said encryption is effected employing at least one encryption key that is electronically stored in each station to enable encrypting of data transmitted by said station and the decrypting of data received by said station, and

any unauthorised attempt to access said encryption keys will activate an alarm, leave an audit trail in the respective station, cause system failure or the lock-out of the station concerned.

{ Please amend claim 10 as follows: }

10. A gaming system according to claim 6 wherein one or more of the following security violations are alarmed and/or effect system and/or station shut-down or lockout:

- any unauthorised substitution or modification of player station hardware or firmware (eg, EPROM or BIOS chips) during or prior to a game,
- any attempt to access, read or change system files in the remote player station,
- any unauthorised substitution or modification of croupier station hardware or firmware during or prior to a game,
- any unauthorised attempt to access read or change system files in the croupier station, including files containing player details and including files and processes relating to the transfer of funds from players' purses.

{ Please amend claim 11 as follows: }

11. A gaming system according to claim 3 wherein:
each player station includes a personal EFTPOS terminal connectable to the player's bank for effecting the transfer of monetary value from the player's bank account directly into the player's purse, when the player's chip-card is activated.

Please amend claim 13 as follows:

13. A gaming system according to claim 4, wherein:
a player's identity as a person is not available to the croupier when accessing that
player's station.

Please amend claim 14 as follows:

14. A gaming system according to claim 1 wherein:
said chip-card includes a fingerprint reader capable of generating read-data
derived from the finger of a card user when the finger is placed appropriately on the card,
said pre-recorded data comprises fingerprint data,
access to a game by the player is contingent upon matching of said pre-recorded
data with said read-data at the time of intended player access to the game, and
said matching is performed by a microprocessor incorporated within the chip-
card.

Please amend claim 15 as follows:

15. A gaming system according to claim 1 wherein said player chip-card includes
encrypted data effective to limit the player's access to a game according to the date or time of day
of intended access.

Please amend claim 16 as follows:

16. A gaming system according to claim 1 wherein the player chip-card includes
encrypted data effective to limit the maximum monetary value of a bet and/or the rate at which
bets can be placed during the course of a game when employing said electronic purse.

Please amend claim 17 as follows:

17. A method for controlling operative access by a player to a player station for the
purpose of gaming involving the wagering of money, comprising:
loading a chip-card into a player card reader connected to or incorporated within
the player station, the chip-card having a monetary value coded therein to be adapted to serve as
an electronic player purse, and the chip-card having encoded therein biometric data
characterising the player as an individual human,
deriving biometric data from the player at the player station and converting the
derived data into electronic form,
employing processor means within the player station or within the chip card to
compare said derived biometric data with said encoded biometric data, and

providing operative access to the player station by the player upon correlation or matching of the derived and encoded biometric data.

1-6-9
192
Please amend claim 18 as follows: }

18. A method according to claim 17 further including:
terminating operative access by the player to the player station upon withdrawal or removal of the player chip-card from the card reader.

{ Please amend claim 19 as follows: }

3
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19. A method according to claim 17 further including:
employing said processor means to read control data stored in a control register within the chip-card, and
employing said processor means to limit the functionality of the player station in accordance with said control data.

{ Please amend claim 20 as follows: }

20. A method according to claim 19 further including:
limiting the amount of monetary value that can be transferred from the player purse to the player station for the purpose of placing a bet in accordance with said control data.

{ Please amend claim 21 as follows: }

21. A method according to claim 20 further including:
denying player access to the player station during particular times in accordance with said control data.

{ Please amend claim 22 as follows: }

22. A method of gaming involving monetary betting by a plurality of players operating respective computer-based player stations that are connected to one another by a telecommunications network, the method involving:

denying each player operative access to a respective player station unless a chip-card is inserted by the player into a player card reader in said station and unless biometric data pre-recorded on said card is matched with corresponding biometric data derived from the player at the station, the chip-card having a monetary value coded therein to be adapted to serve as an electronic player purse,

electronically transferring monetary value from said player purse to an electronic holding register in the player station such that the monetary value corresponds to the amount of a bet signified by player input at the station,

electronically transferring the monetary value corresponding to said bet from said holding register in a first player station to a second player station in the event that the bet at the first player is lost and the bet at the second station is won, and

electronically transferring any residual monetary value from said holding register to said purse upon termination of the game.

3
Please amend claim 23 as follows: J

23. A method according to claim 22 further including:
terminating operative access by a player to the respective player station upon withdrawal or removal of the player chip-card from the card reader.

Please amend claim 24 as follows: J

24. A method according to claim 23 further including:
employing a processor within the player card or within the player station to read control data stored in a control register within the player card inserted within the card reader, and
employing said processor means, in accordance with said control data, to limit the maximum monetary value that a player can transfer from the player card to the player station in order to place a bet.

Please amend claim 25 as follows: J

25. A method according to claim 22 involving a croupier operating a computer-based croupier station that is connected to each player station by said telecommunications network, wherein transfer of monetary value to and from the holding register in each player station is effected by the croupier.

Please amend claim 26 as follows: J

26. A method according to claim 25 including:
denying the croupier operative access to the croupier station unless a chip-card is inserted by the croupier into a croupier card reader in said croupier station and unless biometric data pre-recorded on said croupier card is matched with corresponding biometric data derived from the croupier at the croupier station, the chip-card having a monetary value coded therein to be adapted to serve as an electronic croupier purse,